

There is a Tide ...

A One-Round AD&D Game Birthright Tournament

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

DM Background

This adventure takes place in the Barony of Berhagen, which is ruled by Baron Johannas Von Staelen (one of the player characters).

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsman. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

During this adventure, word reaches the capital that forces from Rzhlev are mounting an attack, something not unusual. However, there are also bands of orogs attacking the eastern frontier, and there is a rumor that a dragon known as Kejjarrenna may be in league with either or both attacking forces. It is up to the player characters to sort out what is happening, who is allied with whom, and to deal with all threats. To complicate matters, there is a spy in the court who is loyal to Rzhlev, and he reports the characters' actions to his ruler if not stopped, making the characters' jobs more difficult.

Kejjarrenna is not involved in any way with the attacks, and does not even know about them until the characters arrive at his cave unannounced and disturb him. He is not pleased, but sees an opportunity to make some gold without doing anything and will listen if the characters want to negotiate.

The two attacking forces are indeed in league, though the forces from Rzhlev are using the orogs as a distraction to draw the Berhagener forces away from their own assault.

This adventure is organized around a Birthright domain turn, which is a simple mechanic for tracking what happens during a season in a domain. There are four domain turns in a year, each corresponding to one season. This adventure takes place during the summer season.

To begin, read the introduction, then hand out the characters and the appropriate domain turn handouts. Give the players about 15 minutes to prepare their characters and absorb the information presented to them. Then begin the round by going through the domain turn in the order presented below. Some of the actions the characters will choose lead into the adventure.

The domain turn can be just as much a roleplaying experience as talking to a bartender, fighting, or seducing someone can be. Your job is to

encourage the players to interact during the domain turn parts. You control three NPCs who may advise the various player character regents, and you should use them if the players are not interacting when figuring out their actions. They will have to all choose their action rounds and free actions carefully if they want to defeat all foes and save the realm.

There are two main adventure paths in this tournament, rooting out the spy and handling the dragon. The adventure ends when the baron (and anyone else) goes north to fight the Rzhlev forces, so no war cards are necessary. The characters can get into these two adventure paths by making certain choices during the domain action rounds. There is also an optional encounter for handling an diplomatic overtures the characters may make with Rzhlev to avert the fighting.

Before you read further in the adventure, you should read the character sheets.

Player Introduction

*There is a tide in the affairs of men,
Which, taken at the flood, leads on to fortune;
Omitted, all the voyage of their life
Is bound in shallows and in miseries.
On such a full sea are we now afloat,
And we must take the current when it serves,
Or lose our ventures.*

The barony of Berhagen, on the eastern shore of Black Ice Bay in northeastern Cerilia, is a rough and wild realm covered in forests and mountains. Most of the people, who descend from the ancient Brecht stock, live by the sea plying the waves for profit. Merchanting comes naturally to the Brecht people, and their rulers are frequently merchant princes. Thus it is surprising to find that the baron of Berhagen, Johannes Von Staelen, is not a merchant prince but a warrior lord like those of southern Anuire.

Summer is coming to Berhagen, and summer brings the most prosperous times to the realm. Snow and ice close the mountain passes through the fall, winter, and much of the spring, so a flurry of trading begins once the thaws come. This year, the baron contemplates marriage, as his subjects well know, and they look forward to his upcoming wedding as the celebration of the season.

However, into this happy time comes a dark shadow of evil. Word comes from the northern frontier that armies from Rzhlev, the traditional Vos enemy of the Berhageners, are massing in the mountains and preparing for an invasion. Scouts expect the attack in the middle of summer.

This would not be troublesome by itself, but the baron's trusted woodsman, Hjordnal Skaving, brings news from scouts in the east. Fierce orogs from the Drachenaaur Mountains have begun raiding the eastern villages, stopping trade, avoiding the baron's armies in those provinces, and pillaging unstopped.

To set a cap on the situation, Guildmaster Klaus Vurunne comes to the baron's palace with news that a dragon, one of the ancient serpents of the land, may be in league with the orogs and possibly the Vos raiders as well.

The players should read and prepare their characters now.

Summer Domain Turn Summary

Once the players are ready, they have to work through the summer domain turn sequence for their characters. The domain turn gives the baron the opportunity to move or muster troops, other characters the chance to verify rumors and possibly track down a traitor, and take other actions which seem appropriate to the welfare of the realm. If the characters want to journey eastward to tackle the dragon, they must choose an "adventure" action in one of the action rounds.

There is a traitor in the court, the chief assistant to Matilend Freiss of the Church of Sera (she is one of the priest regents in the land). The assistant, Kelvinn Lamorn, is using the church's access to the baron and to the people to keep the Rzhlev ruler informed of the baron's actions and the movements of his troops. That is why the attack is happening now, when there is only one unit of troops in the province to be besieged (Karljappen) and the baron is preoccupied with his personal affairs. Katarina has discovered that there is a spy, but has not traced him yet. Klaus is also sure there is a spy in the baron's court, other than his own.

The domain turn proceeds in this order:

1. Roll Random Events

The attack by Rzhlev and the orogs is the random event for this turn.

2. Determine Domain Initiative

When the action rounds start, Klaus acts first, then Dirk, then Baron Johannas. The other characters, who are not regents, act after the regents. Katarina is considered a lieutenant of Baron Johannas, so she has more options than the other two.

3. Collect Regency Points

This is worked out on the individual domain turn sheets. Regency points allow the regent characters to take certain actions.

4. Taxation, Collection, and Trade

This is also worked out for the characters. Money is also necessary for most domain actions.

5. Pay Maintenance Costs

This is worked out for the characters.

6. Declare Free Actions

A list of free actions, who can perform them, and results is below.

7. First Action Round

A list of domain and character actions, who can perform them, and results is below.

8. Second Action Round

This proceeds like the first action round.

9. Third Action Round

This proceeds like the first action round.

10. Adjust Loyalty and Regency

The adventure will not get this far.

Free Actions:

These are actions which do not require an action round to perform, and are generally minor things. The regent characters can do any number of them, and the non-regent characters cannot do any of them.

Build— The regent characters can build bridges, lighthouses, roads, farms, and palaces with this action. They cannot build fortifications or castles (that is the Fortify domain action). Costs are given on the attached list, but it is not likely that much will get

built during the adventure. If a regent wants to build something once the action rounds start, he must spend an action round to do so.

Decree (Johannas and Klaus)— These two regents can decree just about anything they want, but a decree is just that; it cannot greatly affect the domain. Anything not covered by another listed action can be done with a decree; new taxes cannot be imposed with a decree (that happens during the taxation phase of the turn). For example, the baron could declare he is marrying Arden with a decree, or even that he is marrying Katarina. Dirk could issue a decree, but he probably won't as he has very few people to decree to. Allow anything reasonable, and make a roleplaying scene out of it.

Disband (Johannas only)— The baron can disband troops, but he probably won't. He has paid the maintenance cost on his standing army, so they won't disband this turn on their own.

Espionage (Klaus Only)— As a thief regent, Klaus can do one free espionage action per turn. He used it to discover the information in the introduction.

Finances— The characters do not have this listed, since it involves the exchange of Gold Bars for personal wealth, and there is no personal wealth listed on their character sheets.

Grant— Bestow money, gifts, or titles. Any of the regent characters can bestow money, but only the baron can bestow titles during this tournament. It probably won't come up, but allow anything reasonable and make a roleplaying scene out of it.

Hold Action— Any regent can hold his action until the end of an action round, and can do so as a free action during an action round. However, the action must be used to respond to a situation, and not to do anything else. For example, moving troops is response to an attack or movement by another regent is allowed, but embarking on research for a new spell is not. Use your judgment to evaluate whether an action is a response or not, should the occasion come up.

Move Troops (Johannas only)— The armies of Berhagen are located as follows:

- Holstadt province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights, 1 archer unit.

- Ilfressen province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights
- Karljappen province: 1 elite infantry unit
- Molabrech province: 1 archer unit, 1 levy unit (the berkannen).

It costs 1 Gold Bar per 10 units/provinces moved, so 1 unit can be moved through 10 provinces, 2 through 5, and so on. Troops require one action round to relocate, so they would not be available for an action round. The baron can declare now that they be moved during the second action round, for example, but if he declares later he uses an action round to move the troops.

Muster Armies (Johannas only)– The baron does not allow anyone besides himself to muster armies. He can muster military units in a province equal to its level during the domain turn. Armies cannot be used in the action round they are created, but he can declare now that they be created in any action round of the turn. For example, he could muster 2 units of infantry in Cluhagen during the first action round and have them move to Karljappen during the second, and they would be able to fight during the third. This would cost 5 Gold Bars (4 to muster, 1 to move them). See the attached chart for unit costs.

Domain and Character Actions:

These are major actions which take time and resources to accomplish. The characters can do one of the following during an action round, provided their names are listed after the action.

Actions with success chances listed must be checked on 1d20 (exceed the number to succeed). Regents can use Regency Points to better their odds or worsen those of others at a cost of 1 Regency Point for a +/- 1 on the roll. As many Regency Points may be used as the character desires.

Dirk, as a wizard regent, is limited in some of his actions. He can perform agitate, build, and fortify actions only in Karljappen province, where his source (5) is located.

Adventure (all)– The only adventure in this tournament is the trek to deal with the dragon. The other encounters do not require an action round. Dealing with the dragon does. If the characters embark on a journey to the dragon's lair, go to Encounter Three.

Agitate– Regents with holdings in a province can agitate or stabilize the province's loyalty to the

baron. The cost is 1 Gold Bar and 1 regency Point, with a base success of 10+. The difference between the agitator's holding level and the province rating is added as a penalty. If the baron supports the move, his law holding rating for the province is subtracted as a bonus; if he opposes the rating is added as a penalty. The success number can be raised or lowered by spending Gold Bars (1 per point) in buying off the people.

Contest– This action allows a regent to contest the rule of another regent over his holding. The cost is 1 Regency Point, with a base success of 10+. A holding (0) is destroyed if successfully contested. If a holding is successfully contested twice, it becomes uncontrolled. Contested holdings generate no Regency or Gold Bars for their owners.

A holding remains contested until the attacker relents, the attacker loses his own holdings or rule of the province, or the defender succeeds in a rule action.

It is unlikely that any of the regent characters will contest anything, but any successful contests do not reflect on the adventure (effects take on the next domain turn).

Create Holding (Johannas, Klaus, Dirk)– The regent characters can establish new holdings of the type they control (or another, but none of them can establish a temple holding). Doing so costs 1 Gold Bar, and creates a holding (0) with a base success chance of 10+ on 1d20. Existing holdings cannot be improved or decreased with this action.

Regents with similar holdings to the new one can oppose the creator by adding the level of their holdings as a penalty to the success chance. The baron can always oppose any type of holding creation.

Declare War (Johannas)– A declaration of war would allow Johannas to move troops into another domain. He is not likely to do this, but he can.

Diplomacy– This action is normally for negotiation with other regents. The only regent likely to need any negotiating with is the ruler of Rzhlev. If any characters engage in a diplomacy action with the Rzhlev forces or ruler, go to Encounter One.

Espionage– With this action, a regent can find out a lot of information, including tracing the party responsible for espionage actions directed against them. They could also rescue prisoners, launch an

assassination, or anything else covert-sounding. They must state specifically what they want to accomplish. The cost is 1 Gold Bar. None of the regents can do anything in Rzhlev since you do not control any holdings there.

If any characters decide to use an espionage action to trace the traitor, go to Encounter Two.

Forge Ley Lines (Dirk)— Dirk has all the ley lines he needs, so he will not be forging any more.

Fortify (Johannas, Klaus, Dirk)— This action builds castles and increases their ratings (castles are treated like holdings in this way). Johannas could build a castle (1) in a province for 18 Gold Bars, and have it done by the end of the domain turn, but not before (so it won't help during the adventure, but would be a good idea in case the war drags on).

Fortifying a holding costs 4 Gold Bars per holding level, and takes 1d6 Gold Bars per turn to complete. The regent can pay 5 extra Gold Bars to have the work progress at 2d6 Gold Bars per turn.

It is unlikely anyone but Johannas will fortify, and he can barely afford it.

Investiture (Johannas, Klaus, Dirk, Arden)— Investiture is the process of changing the domain from one regent to the successor. No one has this listed on their sheets, since no investing should happen during the tournament. If anyone tries it, have the NPCs described below advise strongly against it. The ceremony involves a priest.

Lieutenant (Johannas, Klaus, Dirk)— The regents can make a person into a henchman and send the lieutenant on special missions. The lieutenant cannot do anything until the action round following his creation. None of the regents have lieutenants established (for simplicity), and there is no reason to establish one now. Johannas can find a likely prospect if his player insists, but the other regent characters take the action looking for a candidate without success.

Ply Trade (Katarina, Arden, Hjordnal)— The non-regent characters can engage in trade, and the results of them doing so are listed on their individual sheets.

Realm Spell (Dirk)— Dirk, as the only spellcasting regent, is the only one who can cast a realm spell. His spell is successful, and the costs are listed on his individual sheet. He has two realm spells.

Summoning allows him to summon a 2 units of goblins, gnolls, or Stonecrown ogres (cost 5 Regency Points per unit). At the end of the domain turn, the monsters disband and ravage the province where they are. Stats will not be important, as he will not actually have to fight with the monsters.

Transport allows him to move 8 units over 8 provinces, at a cost of 4 Regency Points per unit moved. They move instantly, so they can be used in battle in the same action round. He can only move them into or through provinces where he has ley lines, which is to say that the path has to go through provinces where he has source holdings. He can move enemy units, but the cost is 8 Regency Points per unit moved and he can still only move them where he has ley lines (only in the domain).

Research (Dirk, Katarina, Arden)— Any of the spellcasting characters can research a new spell, but it is unlikely they will do so. If any of them tries, there are no results unless they spend three action rounds doing research (i.e. they ignore the adventure and do not participate in the tournament).

Rule (Johannas, Klaus, Dirk)— Ruling is the act of increasing a holding's level by 1 rating point. The cost is 1 Gold Bar plus the target level in Regency Points, with a base success chance of 10+.

Johannas can attempt to rule a province and improve its overall rating, which he might do if he wants to raise a law holding value above the current province rating. This costs the target level in Gold Bars and Regency Points, with a base success chance of 10+.

Regents with like holdings in a province, and the baron, can oppose an attempt to rule, but adding their holding rating (or province rating, in the case of Johannas) as a penalty to the attempt. For example, a regent with a guild holding in a province can oppose the ruling of a guild holding by a rival, but a regent with only temple or source holdings there cannot.

Trade Route (Klaus, Dirk)— The regents with guild holdings can establish trade routes. They both have trade routes connecting all his holdings, so they would need to first establish new holdings.

Training (all, but none)— No one has this listed because they are not ready to go up a level right now. That is what this action is for.

NPCs

Matilend Freiss, Regent of the Church of Sera, hf (Brecht) P4 of Sera: Int High; AL LN; AC 10; MV 12; hp 21; THACO 18; #AT 1; Dmg 1d6+1 (mace); SA spells; SD nil; MR nil; SZ M (5'7"); ML 11. Spells as needed (3/2).

Matilend leads the sect called Fortune's Forethought, which looks after the coastal dwellers of this realm Arden is part of this sect, a senior priestess in fact. Matilend is a light-hearted live-and-let-live kind of regent, who cares about the people she serves. She takes her religion more seriously than Arden does, but sees that it is hard to keep a strong faith when no one else does. She is likely to advise for things which make the barony stronger, and especially for anything which benefits the church. She is especially favorably inclined toward the possible wedding between Arden and Baron Johannas.

Britter Klassen, hm (Brecht) T6: Int High; AL LN; AC 9 (Dex); MV 12; hp 17; THACO 18; #AT 1; Dmg 1d6+1 (rapier); SA nil; SD average thief skills; MR nil; SZ M (5'11"); ML 10.

Britter came up through the ranks of a thief guild, where he learned the hard lessons of life. He made the leap to baronial advisor about three years ago, and has served well ever since. He is the typical "hard-eyed advisor;" if anyone is likely to point out the negative aspects of a proposal it is Britter. He is not so much against anything as he is realistic; he just comes across as a doomsayer. He supports the baron's decisions, but only after he has had his say on them.

Luther Bierhaus, hm (Brecht) O-lvl: Int Very; AL LG; AC 10; MV 12; HD 1; hp 4; THACO 20; #AT 1; Dmg 1d6+1 (rapier); SA nil; SD nil; MR nil; SZ M (6'0"0; ML 11.

Luther is a consummate politician, oily and ingratiating. He has been thriving in the court environment by playing the various people off each other, sometimes out of necessity and sometimes for fun. He will be sure to advise for anything that would amuse him in some way.

Encounter One: Diplomatic Endeavors

All prior attempts at diplomacy between Berhagen and Rzhlev have failed, mostly due to the stubborn

nature of the Rzhlev ruler, Czar Leonid Markov. This time is different, however. If the baron offers to talk, Leonid will agree to send a party by ship to Holstadt, but Baron Johannas must agree to guarantee the safety of the party until it reaches Vos soil again. Leonid knows that he can delay Johannas by this diplomatic effort, and it does not matter what is promised because Leonid has no intention of keeping the terms.

Leonid sends his chief negotiator, Pavel Okhov, with a retinue of guards and slaves, by coaster to Holstadt harbor. They arrive three days later than expected, with no explanation.

Pavel Okhov, hm (Vos) F5: Int Very; AL CN; AC 7 (padded leather armor); MV 12; hp 34; THACO 15; #AT 3/2; Dmg 1d6+3 (saber); SA saber specialization; SD nil; MR nil; SZ M (6'2"); ML 13.

Pavel is haughty, obnoxious, and acts in a superior way at all times. He knows his job is to drag out the negotiations out as long as possible, and that is what he is going to do.

Pavel will be difficult throughout the negotiations, but will eventually agree to delay the Rzhlev attack for two seasons. Once this is accomplished, he will board his ship and head home.

Johannas does not need to attend these talks himself, since Leonid is not here. Arden would be a fine choice to do the negotiating, but any other character may be involved as well.

The ship is attacked on the way home by unknown raiders (actually Rzhlev pirates under Leonid's orders), and the ship will be lost with all hands except Pavel, who will be secretly taken back to Rzhlev. Since Baron Johannas agreed to secure the safety of the envoy, Leonid sends word that this breach of good faith has ruined whatever agreement was reached. Back to square one, with a huge delay.

Encounter Two: Whispers of Betrayal

This encounter involves uncovering the traitor in the court (well, the temple really). Play up the intrigue and secretive nature of the plot.

Katarina knows there is a traitor in the court because she saw a soldier leave the palace at an odd hour and used divinations to find out what he was up to. Unfortunately, she could not find out who he worked for. She let him go, so as not to spook traitor

prematurely, and has yet to tell the baron about the incident; it has not been pressing until now, and she has simply forgot.

Klaus Vurunne has his own spy in the court, and that spy has reported the comings and goings of soldiers from the palace and the church of Sera that would not fall into the category of “routine duty.”

Arden has also observed a soldier making repeated and unnecessary visits to the church, and not during service times either. She does not know what is going on, or who the soldier visits, but she knows of several reasons why he might come (including the fact that many of the priestesses are single and attractive, and the soldier is obviously young and impressionable.

This is enough information to trace the spy to the supposed traitor, Matilend Freiss. The spy is actually her assistant Kelvinn Lamorn, and he has been careful to cover his tracks in such a way that if a traitor is discovered it will appear that Matilend is guilty.

Tracing the path back to Matilend is easy. The soldier in question is in the city and can be summoned before the baron to account for himself. Both the female characters can describe him well enough. If called before the baron, the young soldier, Adler, says that he has been taking messages from the regent at the temple of Sera to the faithful in the north province of Karljappen. He does not know any more, since he never saw the messages. He received them from one of Matilend Freiss’s assistants, Kelvinn something, who acted in her name.

If the baron accuses Kelvinn with no more evidence than this, Kelvinn denies everything and maintains his innocence throughout. Soon after he resigns from the temple and disappears by ship to faraway lands. The traitor was stopped but not caught.

Alternately, and better, the characters could put a watch on the church (Arden would be a natural for this) and watch for the soldier’s next appearance. If this policy is implemented, Adler the soldier shows after a couple of days and is escorted into Matilend’s office at a time when Arden knows that the regent is not there. Soon after the soldier leaves, carrying two messages. One is indeed a message to the faithful in Karljappen, but the other is a coded message containing all of the latest orders from the baron and his plans for the defense of the land, should any be formulated. The soldier leaves unless stopped, and delivers his messages to the priest in the north

(who passes the information on to the Rzhlev forces).

The message to the faithful was written by Matilend, but the coded message was not. A search of the offices finds that the writing matches that of Kelvinn Lamorn. This is enough evidence to arrest and imprison Kelvinn, and he confesses anyway (hoping for leniency— the priests of Sera here are a manipulative bunch). If the message was stopped, then the Vos do not know the baron’s plans.

Neither Kelvinn nor Adler have heard anything about a dragon, and Adler is shocked to learn that he helped a traitor in any way.

Encounter Three: Eastward Travel

The characters have decided to travel east and deal with the dragon and/or the orog attacks. They do not know precisely where to go, but they can start out eastward and ask along the way.

Alternately, Klaus or Johannas can use an espionage action (a domain action) to discover what they need to know. This takes a whole action round, and is a waste since they will have to use all their action rounds carefully to defeat all threats by the end of the second action round. However, if one of them does this, the character discovers that the orogs appear in the night and seem to attack or pass by the village of Duren most frequently, and that the dragon is rumored to have a lair somewhere north of Duren about two days’ ride into the mountains. That is the best information that can be acquired without an on-the-spot evaluation.

If the characters use Johannas’s Travel power to get to the eastern frontier, then they arrive within two miles of the village of Duren. Skip to Encounter Four. Otherwise, it is assumed that they ride eastward. Read or paraphrase the following:

Leaving the city of Holstadt behind, and its comforts, you make your way eastward along the trade roads. Your ride is brisk and you see the panorama of Berhagen in all its glory; forests of huge pine trees surround you and call to your souls in some mysterious way. Steep cliffs can occasionally be seen as you pass a hill or outcropping of rock. During the days of your ride, you encounter some of the trappers and hunters who call this rough land home.

The characters can stop to chat with the woodsmen if they desire. If they merely wave, the woodsmen wave back and bow to the baron, but do not make any other overtures. Eventually the heroes arrive at the village of Duren. All the characters know where the village is, but they don't know of its importance to current events until they arrive. Skip to Encounter Four.

If, however, the characters stop to talk, the woodsmen respond heartily. Since the characters do not exactly know where they are going, stopping to ask a few questions is probably a good idea. The men (and some women) are all trappers, furriers, woodsmen, fishers, or hunters; that is how most of the inlanders make their living. Klaus has a 40% chance to recognize any particular furrier, trapper, or woodsman, but he does not know the others. Hjordnal, who travels extensively throughout the interior, has a 60% chance to recognize any person encountered. The baron is not familiar with these subjects, and will not recognize anyone in particular.

The woodsmen react differently depending on who approaches them and how. A couple of sample "generic" woodsmen are provided below, and then a listing of what the woodsmen know. Add in other non-player characters as appropriate.

Hugo Mierstal, hm (Brecht) F3: Int Average; AL LG; AC 8 (Dex); MV 12; hp 19; THACO 18; #AT 1; Dmg 2d4 (broad sword) or 1d4+1 (knife); SA nil; SD nil; MR nil; Dex 16; SZ M (6'1"); ML 11.

Hugo is 39 and has been a trapper all his life; he was trained in the trade by his father, who was later eaten by a bear. Hugo has a friendly outlook, but is suspicious of city-dwellers because he thinks they are out to cheat him and his fellow guildsmen. He has a habit of looking about himself all the time, even when in conversation. His friends tease him about always looking for bears, and he takes this in good part, but he became more cautious when his father was killed and acts appropriately. He is loyal to the baron.

Tanbert Fressedhl, hm (Brecht) T6: Int Very; AL CG; AC 6 (leather jerkin, Dex); MV 12; hp 22; THACO 18; #AT 1; Dmg 1d6+1 (rapier) or entangle (net); SA nil; SD average thief skills; MR nil; Dex 17; SZ M (5' 7"); ML 10.

Tanbert, at age 27, is rather new to the forest. He used to live in Holstadt, where he was active in the black market, but had to flee town to save his skin. He has since taken up the trade of fisherman and hunter, with some help from his guild (Klaus's,

but use the normal chance above for Klaus to know him personally). He is secretive and patient, but has been trying to take on a more outgoing personality since coming out here, so no one will recognize him. Play him as someone trying to be friendly and talkative but with some hidden reserve that he cannot seem to overcome.

Griselda Florrin, hf (Brecht) 0-lvl: Int Average; AL LG; AC 10; MV 12; HD 1; hp 3; THACO 20; #AT nil; Dmg nil; SA nil; SD nil; MR nil; SZ M (5'4"); ML 12.

Griselda is the daughter of a trapper family that lives in the forest about half way across the realm between Holstadt and Duren. She is 19, somewhat attractive, and flirtatious especially to strangers (there aren't many men near her, and she is not particularly fond of them). She has been living in the forest all her life, and knows the area very well. She also knows the other trappers and such in the area very well, which is why she does not want to marry any of them. She knows all the local information.

What the trappers know:

- Σ The orog raids have been going on for a couple of weeks. They seem to be concentrated in the east near the mountains, but word has spread and all woods people are on the watch for raiders.
- Σ The village of Duren has been hardest hit.
- Σ Dragon? There have been many stories of dragons living in the Drachenaar Mountains bordering Berhagen. These stories are used to keep children from wandering the mountains, and have been passed by travelers for generations. No one really believes them, but one person talked to (Griselda is best) has it on good authority that there is a large cave somewhere in the mountains north of the village of Duren. The source does not know exactly how far north, or where specifically it is located, but can give enough information for Hjordnal to know where to start looking.

Once the characters talk to some natives, they can make their way to either Duren or to the mountains where they can begin looking for the dragon. If they choose the village, go to Encounter Four, if they choose the dragon go to Encounter Six

Encounter Four: A Village in Ruins

The characters arrive at the village of Duren, near the eastern border of Berhagen. There they discover the damage suffered by the villagers and a possible location of origination for the orog attacks.

The last few miles have been quieter than the previous ones, as if something ominous was about to happen. Signs of passage begin to appear in the woods, indicating that something large passed through recently. Broken tree branches litter the road, and also the newly-made paths beside the road. Eventually you break out into the plains before the Drachenaur Mountains, and ahead you see something that must be the village of Duren.

Hjordnal can examine the tracks made by the marauders and discover (on a successful check) that a great many orogs passed through, sometimes carrying or dragging logs. They were accompanied by a number of giant lizards, their preferred steeds.

The village looks indistinct from this far away, but as soon as the characters approach they discover that it has been practically ruined. See map of the village for detail in describing it.

Katarina can use a magic mirror to scry the village from here; if so she sees what they will all see when they arrive.

Duren, once a large village of miners and trappers, has been almost leveled by some huge force, or perhaps by many smaller ones. Only three buildings stand; hide tents dot the ruins indicating where the remaining villagers sleep. A few cooking fires are lit, but only water pots can be seen hanging over them. People poke through the ruins still, trying to pull apart ruined homes and collect what supplies they can. You see a pile of food and other goods near the center of the village, and as you watch a villager brings a sack and adds it to the pile.

Once the people see the baron's party, they stop what they are doing and approach. They all recognize the baron, who visited this place two summers ago. He also looks a lot like his father, who was a more frequent visitor while he lived. The people clamor at the baron, firing question too rapidly for him to even understand them. The gist of the questions are:

- Σ Have you come to fight the orogs?
- Σ Can you help us rebuild?
- Σ Do you have any food?
- Σ Several of us are injured and our priest is dead. Can you (priestess of Sera) help us?

Their main concerns are survival right now, and once these immediate questions are dealt with the characters can converse with the villagers and learn what happened.

There are 27 villagers still alive here (use Germanic names); the other 42 were slain in the last three orog attacks. These villagers can provide the following information:

- Σ The orogs have attacked six times, and passed by the village thrice more. This began about two weeks ago, maybe a little longer.
- Σ More than half the villagers were killed in the first attack, when the men tried to defend the village. There had been raiders before, but not nearly as many as this. The successive raids have driven the people to hide until the raiders are gone.
- Σ Most of the supplies are gone, and many of the tools, so the people are worried. Thank goodness winter is not for several months, but without some goods soon this village may disappear as the people seek other places to live.
- Σ The orogs come from the mountains directly east of the village. The villagers have not discovered where, but they did not know of any close orog settlements before this. They suppose that new tunnels must have been dug to allow the orogs to raid here.
- Σ Dragons? Yes, there is supposed to be a dragon living north and in the mountains. No one is sure just how far, since anyone who has ventured near the supposed lair has not returned. The people of Duren maintain a healthy distance, and if it were not for the occasional missing sheep they would not have any reason to suppose that the dragon still lived.

The source of Klaus's information in the introduction was Edsel, a man of this village, who had overheard a couple of orogs (he spoke orog) discussing their powerful ally. However, Edsel was killed in the last attack; his body is one of the several piled in a ditch to the south of the village. The

characters can try a speak with dead spell, in which case Edsel can tell them the following:

- Σ Edsel overheard two orogs speaking in their own language after the second raid on Duren. He was hiding in the bush to avoid them, and they passed right over his position. They said, in paraphrase, "With the help of the great serpent from the north, we will soon hold all this land."
- Σ After the raid, Edsel went north to where the dragon lair was rumored to be, and found distinct evidence that the dragon had been outside recently (some tracks). He did not venture to the lair, because he did not want to be eaten.

The comment Edsel overheard actually referred to the forces from Rzhlev, whom the orogs refer to as the "people of the great serpent." Their opinion of the Rzhlev ruler is obviously low (or high—it is hard to tell in orog since they use the word serpent in both senses).

While the characters are in the village, the following things happen. If time is running out, they can be skipped.

1. The Falling Hut— one of the remaining three buildings is very unstable, though the villagers have tried to tie it so that it won't fall. As the characters help around the village, the building falls:

You work with the villagers to salvage their food and to find out what happened, when suddenly with a great groan and crash one of the three standing buildings collapses upon itself. Frantic cries for help sound immediately, and three men rush to pull planks apart as fast as they can.

Trapped within the hut are three people, two women and a child of 11. They were clearing out the last of some sacks of grain and did not realize that the sacks were holding up the support beams. Most of the planks are precariously balanced and will slip if the wrong one is pulled out, but the villagers doing the pulling do not seem to care. They are just working as fast as possible. If they are not stopped, they will cause another collapse which will further trap and injure the three victims.

With some forethought, it is easy to clear the rubble, but lack of a plan for avoiding further collapse will result in the injury of the victims. In this

case, the characters see the following when they get enough rubble cleared:

As you gaze into what was the building's interior, you see with some horror that one of the trapped women has a plank driven into her body. Her eyes are glazing over, and she stares at you with a mixture of hope and despair.

She is not dead, and can be saved if the characters act quickly. If the players are handling their characters properly, there may be some difficulty here as Arden, the one who can heal, gains no real benefit directly from healing this nobody, and may object to wasting a spell on someone who is dead anyway. She may also be out of healing spells, as there were several injured villagers she could have helped.

2. The Stampede— As the villagers go about building a makeshift pen for their few remaining livestock, another woman watches them and makes sure that they do not try to run off. The goats and sheep are pretty docile, until a wolf shows up anyway. The wolf approaches from downwind, so the goats and sheep detect it before it detects them. It would not attack the village anyway, as there are too many two-legs in the village and only one of it. However, its scent is enough to drive the animals crazy, and after a couple of minutes of agitation they all break past the woman herding them and flee through the village. This causes more confusion and topples the cooking fires, not to mention almost demolishing one of the buildings. Once past the village, they separate and keep running.

The characters can try to stop the herd, or corral it once it clears the village. There are also two villagers to pull out of the way before they get trampled (which kills them), one right near the cooking pot the characters saw on the way into town. To grab a person and pull him or her out of harm's way, the character must roll to hit AC 10 (the standard villager AC) and then make a successful Strength check to pull the person to safety. The character receives a +2 bonus to the Strength check if running full speed when the villager is grabbed. Trample damage (in case its needed) is 2d4 for two rounds, and the character being trampled cannot attempt to save himself while the beasts pass over him. He has to be saved by other characters who somehow make the beasts detour (flashy magic works, and the players may have other ideas).

Once the characters are done here, and have discovered where the orogs are coming from, they can go in that direction to investigate (Encounter Five). Alternately, they can choose to go to the dragon's lair (Encounter Six). If the characters stay the night in the village, the orog attack comes to them (have the orogs from Encounter Five attack the village by the best plan you can think of).

Encounter Five: The Orog Tunnels

The characters pursue the orogs from the village of Duren to a cave in the mountains. There they are attacked by orogs. They can seal up the cave with a landslide, but they cannot hope to enter the orog tunnels and kill all the orogs which live there.

Tracking the orogs is easy once they have the information from the village. Hjornal can track them without the information, but gains a +2 bonus if he has the information because he has an idea of what he is looking for. Katarina can also use magic mirror to find the cave opening, once the general location is explained to her by Hjornal or the baron. Arden can use a reflecting pool for the same purpose, though she has trouble finding the right spot because she is not so familiar with her spell. If either woman uses a scrying spell, she sees three orogs guarding the cave. If no scrying is used, then the orogs become aware of the characters first and plan an ambush.

When they arrive, read or paraphrase the following:

The tracks you have been following have become more pronounced, as if no one was taking the trouble to hide them in any way. You can clearly see a couple of human footprints among the larger orog ones. The trail leads into a cleft in the hills. You turn through a narrow bend and come face to face with a cave mouth, perhaps eight feet across and twice that high. Rocks press in around it, and it would be very hard to find if you were not looking for it.

The party should suspect an ambush, and they are correct. If they immediately retreat, they can back some distance down the path and use scrying magic on the scene. In this case they can find all the orogs but the four behind the rocks, as those are

very well hidden. They have to have a light source inside the cave to scry into it.

The ambush: Six of the orogs hide in the rocks above the cave entrance with crossbows ready and cocked. Another four hide behind large rocks opposite the cave mouth with battle axes ready. The chief and his bodyguard stand inside the cave ready to charge into the fray, while the shaman is hanging a little further back so he can cast spells and remain hidden.

With all the excitement and time spent in the village, the characters arrive at the cave in the late afternoon (it is only a half hour from the village). It is daylight, and the orogs are at a disadvantage, but they try to fight from the mouth of the cave when possible.

Orog Chieftain: Int High; AL NE; AC 3; MV 9; HD 6; hp 48; THACO 15; #AT 2; Dmg 1d8+4 (large axe) or 1d4+1 (crossbow); SA +4 bonus to damage due to strength; SD nil; MR nil; SZ M (6'7"); ML 14.

Orog Shaman: Int High; AL NE; AC 3; MV 9; HD 5; hp 34; THACO 15; #AT 1; Dmg 1d6+3 (mace); SA +2 damage bonus for high strength, spells; SD nil; MR nil; SZ M (6'4"); ML 13.

Spells: 1st level— bless (on orogs), cause fear, cure light wounds; 2nd level— flame blade, silence 15' radius, wyvern watch; 3rd level— animate dead (on orogs who fall).

Orog Chief's Guards (8): Int Average; AL NE; AC 2 (orog plate); MV 9; HD 3; hp 19; THACO 17; #AT 1; Dmg 1d10+3 (halberd) or 1d4+1 (crossbow); SA +3 damage for high strength; SD nil; SZ M (6'6"); ML 14.

Orogs (12): Int Average; AL NE; AC 2 (orog plate); MV 9; HD 3; hp 19; THACO 17; #AT 1; Dmg 1d8+2 (battle axe) or 1d4+1 (crossbow); SA +2 damage for high strength; SD nil; SZ M (6'6"); ML 14.

Orogs who fail morale checks (make these when the chief or the shaman goes down, or when more than 3/4 the orogs are dead) flee into the cave if they can, quickly escaping unless stopped in the round after they flee. Orogs which cannot flee into the cave run into the mountains and towards another cave about a mile south which leads into the orog tunnels as well. It is a backup tunnel. Run this chase normally; the orogs will run at 3x their normal

speed for the mile and then duck into the cave, quickly losing any pursuit in the dark.

Once the characters defeat the orogs, they can do several things.

Question the orogs:

These villains don't say anything, merely taunting the characters for not killing them immediately, and promising vengeance a hundred fold on the people in the surrounding villages for this outrage.

Seal the cave:

A good landslide will seal the cave mouth, but unless the cave to the south is sealed as well the orog raids will continue. Hjordnal can make a check against 1/2 Wisdom to realize that there might be more caves around (he has dealt with orogs before).

Enter the cave and hunt orogs:

This is a bad move, as there are thousands of orogs in the underground lairs (which stretch far into the mountains) and the characters will eventually meet groups of 100 or more orogs and die (or flee).

If the characters go after the dragon from here, go to Encounter Seven. If they skip the dragon, go to the Conclusion.

Encounter Six: Kejjarranna the Dragon

The characters follow the directions from the villagers into the mountains, where they come upon some carcasses of herd animals. These lead them to the dragon's lair, where they have to negotiate or fight.

Your trip into the mountains has been hard on your mounts, but they manage to follow as you lead them over paths covered in small rocks, up hillsides, and around copses of trees. After a couple of days, you come into a small valley littered with bones.

The bones are those of sheep, cattle, and goats, and they are the remains of the dragon's last meal (about 20 years ago—it has been sleeping since then). There is little else to indicate what these animals were, but the characters can figure them out with appropriate proficiency checks.

Across the valley the characters can see a path winding up the side of the ridge, and there is a wall of old trees just to the right of the path. Behind this wall of trees is a huge cave mouth, which cannot be seen due to the foliage. Once the characters get to the trees, they can see the cave with no problem. The path upward shows no signs of any recent travel, and could almost be called a game trail rather than a real path.

Inside the cave, the characters will find the following:

The horses tied far down into the valley, you begin to slowly creep into the cave. If there is a dragon living here, it is extremely large. You all know that dragons are known to have bad tempers; that is the report of the few people to have ever encountered a dragon a lived. The huge tunnel winds into the mountains for almost half a mile before it opens into a cavern larger than even you expected to find. Near the far wall you see a huge gleaming pile of gold, silver, and gems. The pile is formed into a bed of sorts, and inside the bed you see a huge serpentine red-gray form. Large leathery wings are folded on its back, and its great head is facing toward a spot on the wall to your right. Its eyes are closed.

The dragon is not sleeping, but it appears to be. It is Kejjarranna, a very old and very intelligent dragon who has remained undisturbed here for the past 123 years, when it found this cave and moved its treasure here. It subsists on herd animals and the occasional mountain man or trade caravan.

Kejjarranna has been alive for many centuries; he was born soon after the battle at Mt. Diesmar. He is very knowledgeable, but in the last few hundred years he has become somewhat of a recluse, even more so than his kin. He has not ventured out of his valley in more than 10 years, and when he does go for food he does his best to remain unseen. He hopes that most people think him dead. He sleeps a lot, and reads from ancient texts (some magical) in his hoard. He does not mind the tedium; in fact he enjoys it.

He is not at all involved in the attacks on Berhagen, and does not even know about them. The characters might be able to figure out that he has not left the cave in a long while (the bones outside are at least a year old), and that no one besides themselves has been in the valley in at least a year. This is enough information to convince them (hopefully) that the dragon rumor was false. If the

characters never enter the cave, they can escape the valley without meeting the dragon at all. If they enter the cave, they set off an alarm spell which wakens Kejjarranna.

Once they have seen the dragon, it is up to them as to what to do. Here are three options:

1. Flee— not a bad idea, if they figure out that the dragon is not involved. If they turn and flee after they see the dragon, it lifts its head and fires a breath weapon stream at their backs. Then it says, “How inhospitable. And I am so hungry. Have you brought me food?”
2. Fight— probably the worst idea, since the characters are not powerful enough to kill the dragon. If a battle ensues, Kejjarranna tries to use his spells, fear aura, and breath weapon to slay the characters before entering melee. He has survived this long, and wants to become much older before he dies. He fights as viciously as he can.
3. Negotiate— maybe the best option at this point, even though they cannot speak any language that the dragon knows. Kejjarranna is curious as to why they have sought him out, and will react in a non-hostile manner if they do. He has a tongues spell with which he can deign to converse with the characters. He is polite but not formal, and expects to be treated as the most important being in the conversation (which he is, and he knows it). He knows he can squash the puny humans at will, but holds back as long as they don’t bore him. He is bored by stories of battles among humans, and does not care about the baron’s problems. He does, however, still desire more gold, and can be bought off. He does not reveal that he is not involved with any humans or orogs (orogs don’t even taste good—they’re too gristly) and uses the baron’s weaker position to get more wealth.

Kejjarranna will accept 6 Gold Bars worth of wealth (about 12,000 gp) or magical items of that value (use the book values, xp times 5 from the DMG) in return for a “pledge” not to attack Berhagen in the next 10 years. He claims that this is more than twice what the others gave him; this is true since they gave him 0. He also requires 100 stout steers and sheep from the Berhageners over the next 10 years, one per month to be delivered to the base of the mountains and left there on the night of the full moon. If anyone delivering the sheep attacks, the deal is off and Berhagen will suffer.

Kejjarranna will also listen to an offer to ally himself with the barony of Berhagen, but such an alliance would come at a very high price. The dragon gains nothing from it, so there would have to be much gold and livestock involved: at least 10 Gold Bars per season (domain turn) and 20 cattle or sheep. In return for these the dragon would allow the baron to say publicly that an alliance had been reached, and would agree to emerge from his cavern once per year and decimate any enemies that the baron wanted decimated, provided he also got a large share of any loot recovered.

Kejjarranna, Very Old Dragon: Int Exceptional; AL N; AC -1; MV 9, fl 24 (C); HD 20; hp 144; THAC0 -3; #AT 3; Dmg 1d10+9/1d10+9/2d12+9 (claw/claw/bite); SA spells (all saves at -1), radiate fear in 50-yard radius constantly, gaze paralyzes for 2d4 turns (save at -4), breath weapon—noxious burning venom doing 14d6+14 (save vs breath weapon for half); SD nil; MR 40%; SZ G (75’ long body, 25’ long tail); ML 19.

Spells: 1st level— alarm (cast), cantrip, comprehend languages, read magic; 2nd level— darkness 15' radius, detect invisibility, ESP, shatter; 3rd level— clairvoyance, delude, slow, tongues; 4th level— bestow curse, dimension door, (Evard’s) black tentacles, minor globe of invulnerability; 5th level— monster summoning III (4 orogs, see stats from Encounter Six), telekinesis, transmute rock to mud, stone shape; 6th level— true seeing.

Once the encounter is concluded, ask where the characters are going. If they head for Duren to deal with the orogs, go to Encounter Four (if they have never been to the village) or Encounter Five (if they have). If they return to the court or go north to the battle front, go to the Conclusion.

Conclusion

The adventure ends when there is no more playing time or when the baron goes to the north battle front to fight the forces from Rzhlev. He could ride there, but that would take several days and would mean that he arrives as the battle starts (no pre-planning and positioning of troops allowed). He can also use his travel blood ability and get there instantly, either from court or from the valley where the dragon lives (or from Duren, for that matter). He can bring the other characters using this power, but not the horses too.

The results of the battle depend on how many troops the baron moves into the battle area (Karljappen province).

- Σ If he has at least six units, the battle is a tie and the Rzhlev forces are driven back into the mountains to regroup. Both sides suffer 25% casualties. Read the following:

The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day and slowly drive the interlopers back. Casualties mount up on both sides, as the fighting seems about even. Finally, as dusk approaches, the Vos begin an organized retreat into the hills. You have won the day, but you know that this conflict is not over.

- Σ If he has eight or more, then he achieves a victory and the enemy retreats in disarray and with 50% casualties. Read the following.

The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day and slowly drive the interlopers back. Casualties mount up on both sides, but finally the morale of the Vos seems to break and they flee the field. Baron Von Staelen's armies inflict terrible losses on the retreating men, knowing that a crippled foe cannot attack again in the near future. You have won the day, and the celebrations last long into the night.

- Σ If he has fewer than 4 units, Berhagen suffers a loss and Karljappen is occupied by the Rzhlev forces. The war will no doubt continue, as Dirk will be very upset at this turn of events.

The fighting in Karljappen is fierce as the Vos from Rzhlev push forward into the settled areas. The baron's well-trained armies fight in concert (with the monsters summoned by Dirk, if any) throughout the day, but it is clear that you are outnumbered by two to one or more. For every Vos that falls, another two step into the breach. Slowly you are forced back, and have to yield the province to the enemy. This conflict is far from over, but you must first regroup and muster more armies if you hope to regain this part of your realm.

There were some side issues as well between the characters, and these should be resolved between them if time permits.

The End of There is a Tide

Handout #1–Summer Domain Turn Information for Baron Johannas

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control most of the law holdings, as shown by province. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. You do not control any guild holdings, but you collect taxes from them. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen (you); PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, Klaus will act first, then Dirk, then you.

3. Collect Regency Points

Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 36, less than your bloodline score, so you collect 36 regency points this turn.. You had 14 saved from last turn, so you have a total of 50 to use this turn.

4. Taxation, Collection, and Trade

Result: Moderate taxes, your usual policy, bring in 17 Gold Bars this season. The domain has been prosperous. In addition, you collect 3 Gold Bars in claims from Klaus's Guild Holdings. Your total income is 20 Gold Bars, which adds to your previous treasury of 40 Gold Bars for a total wealth of 60 Gold Bars.

5. Pay Maintenance Costs

Results: Your holdings and provinces cost you 3 Gold Bars this season to maintain, and your court costs you an additional 8 Gold Bars (you have an excellent but not opulent court—you need it for trade negotiations). Lastly, it costs 36 Gold Bars to maintain your armies. Total cost is 47 Gold Bars, which reduces your treasury to 13 Gold Bars.

6. Declare Free Actions

You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus. You also have advisors and friends among the player characters.

Build— This action is for building halls, palaces, roads, lighthouses, and so on. You must use an action in the action round (fortify) to build castles and fortifications. The DM can tell you what you what things cost, but you have developed things nicely so far, and except for 3 Gold Bars you spend this turn to continue construction and upgrade of lighthouses along the coast, you probably don't need to build anything this season. The lighthouse construction reduces your treasury to 10 Gold Bars.

Decree— This action covers any orders or special taxes you wish to pass for this turn, and also any special mission you may wish a subordinate to take (such as "come on this adventure with me"). You can issue two decrees this season (turn), and they cannot have far-reaching effects on the domain turns of the other regents (Klaus and Dirk).

Disband— Disband armies or mercenaries. Not a good time for this, in the opinion of your advisors.

Grant— Bestow money, gifts, or titles. You can do any amount of this. The base success is 10 (roll 10 or better on 1d20), but it gets higher (worse) for each Gold Bar you grant and each title you bestow. You never can tell if someone is going to become offended. If you fail, then the DM will tell you what happens.

Hold Action— You can choose to delay your action to the end of an action round, acting after everyone else.

However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

Move Troops— Probably a good idea, in the opinion of your advisors. Your troops are stationed as follows:

Holstadt province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights, 1 archer unit.

Ilfressen province: 1 elite infantry unit, 1 cavalry unit, 1 unit of knights

Karljappen province: 1 elite infantry unit

Molabrech province: 1 archer unit, 1 levy unit (the berkannen).

It costs 1 Gold Bar per 10 units/provinces moved, so 1 unit can be moved through 10 provinces, 2 through 5, and so on. Troops require one action round to relocate, so they would not be available for an action round. You can declare now that they be moved during the second action round, for example, but if you declare later you use an action round to do so.

Muster Armies— Another good idea, in the opinion of your advisors. You can muster military units in a province equal to its level during the season (domain turn). Armies cannot be used in the action round they are created, but you can declare now that they be created in any action round of the turn. For example, you could muster 2 units of infantry in Cluhagen during the first action round and have them move to Karljappen during the second, and they would be able to fight during the third. This would cost 5 Gold Bars (4 to muster, 1 to move them). See the attached chart for costs. You don't have all that much money, and you do need to move some troops, so you will have to decide whether you need more units now or not.

Strengthen Bloodline— By spending 43 Regency Points, you can increase your bloodline score from 42 to 43.

7. First Action Round

You can do one of the following actions this round. You act in the order listed under Initiative above.

Adventure— Go on an adventure. If you want to do something about the dragon, this is where you do it.

Agitate— This action increases or decreases the target province's loyalty by 1, and is not appropriate since you rule all the provinces in Berhagen.

Contest— This action allows you to contest the rule of another regent over a province. You rule all the provinces, so you cannot do this but Klaus and Dirk could do this to you.

Create Holding— This action allows you to create law and guild holdings in provinces. You cannot increase the level of a holding with this action, just create one where you do not have one before. It costs 1 Gold Bar to create a holding (0), which you then have to raise the level of.

Declare War— This has happened to you, and the enemy troops are moving into the domain, so you might want fight them first.

Diplomacy— This action would allow you to try to talk your way out of the war you are facing, but the ruler of Rzhlev has never listened to your diplomatic overtures before, and is not likely to do so now. Cost is 1 Gold Bar and 1 Regency Point to try, with base success 10 (on 1d20). You can spend Regency Points to better your chances.

Espionage— With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

Fortify— This allows you to fortify holdings and build castles in provinces. You could build a castle (1) in a province this turn; it would cost 8 Gold Bars total and you would have to spend an extra 10 Gold Bars to speed up the work, but it would be finished by the end of the domain turn. The enemy is expected to attack during the second action round, so your castle would not be done in time to fight them. Normal costs are 8 Gold Bars per level (so a castle (3) costs 24 Gold Bars) and work progresses at 1d6 Gold Bars spent per domain turn.

Lieutenant— You can take someone and make them a henchman using this action, but this is probably not the best time. This has no cost. Lieutenants give you one extra action per domain turn (total), but this would not help you this turn.

Rule— This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent) if your attempt is opposed by other regents.

You can also try to rule a province, and raise its total level by 1. This costs the target level in Gold Bars and Regency Points, so taking a province (4) to a province (5) costs 5 Gold Bars and 5 Regency Points. Any other regent with a holding in the province may oppose you, as below.

Similarly, if another regent tries to rule a holding in a province where you have a holding, you can oppose the attempt by adding your holding level as a penalty to his chance for success. Regency points can be spent to further affect the die roll.

Trade Routes— The guild controls the trade routes, and this is not a good time to get in a trade war with the guilds. Your advisors strongly urge you not to establish any trade routes with another threat on the horizon.

8. Second Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

9. Third Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.

Handout #2–Summer Domain Turn Information for Guildmaster Klaus Vurunne

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control more than half the guild holdings, but no holdings of any other kind. The rest are held by several smaller guilds. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne (you); DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. You do not control any of these troops.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, you will act first, then Dirk, then Baron Johannas.

3. Collect Regency Points

Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 11, less than your bloodline score, so you collect 11 regency points this turn.. You had to use all of your Regency Points last turn, so you have only 11 to use this turn.

4. Taxation, Collection, and Trade

Result: You collect 8 Gold Bars from your holdings, but the Baron claimed 3 in taxes, so you net 5 Gold Bars. Your real wealth is in trade routes, which you have established between all provinces where you have holdings. You collect 38.5 Gold Bars from trade. You had 17.5 stashed, so your total for now is 61 Gold Bars.

5. Pay Maintenance Costs

Results: Your holdings cost you 2 Gold Bars this season to maintain, and your court costs you an additional 6 Gold Bars (you have a fine court—you need it for trade negotiations). You spend 8 Gold Bars on maintenance, leaving you with 53 Gold Bars.

6. Declare Free Actions

You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPCs: Matilend Freiss of the church of Sera, and Britter Klassen and Luther Bierhaus who serve the Baron. You also have friends among the player characters.

Build— This action is for building halls, palaces, roads, lighthouses, and so on. Ongoing construction of new guildhalls in the far eastern provinces costs 9 Gold Bars this turn, leaving you with 44. You know the baron has an ongoing lighthouse building program going, which will help your sea trade.

Decree— This action covers any orders you wish to issue for this turn, and also any special mission you may wish a subordinate to take (such as “come on this adventure with me”). You can issue two decrees this season (turn), and they cannot have far-reaching effects on the domain turns of the other regents (Johannas and Dirk). You are not in a position to make decrees about the realm, just the guild.

Espionage— As a thief regent, you get one free espionage action per turn. You used yours this turn discovering the information presented in the introduction.

Grant— Bestow money, gifts, or bribes. You can do any amount of this. The base success is 10 (roll 10 or better on 1d20), but it gets higher (worse) for each Gold Bar you grant. You never can tell if someone is going to become offended. If you fail, then the DM will tell you what happens.

Hold Action— You can choose to delay your action to the end of an action round, acting after everyone else.

However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

Muster Armies— Only the Baron can muster troops in Berhagen.

Strengthen Bloodline— By spending 15 Regency Points, you can increase your bloodline score from 14 to 15.

7. First Action Round

You can do one of the following actions this round. You act in the order listed under Initiative above.

Adventure— Go on an adventure. Any actions involving the dragon threat which you see to personally fall in this category.

Agitate— This action increases or decreases the target province's loyalty by 1. This is probably not a good time.

Contest— This action allows you to contest the rule of another regent over a province or holding (but not magical source). It costs 1 Regency Point to make the attempt, and you may add Regency Points to better your chances. The contestee may also add Regency Points to worsen your chances. The result is that a holding or province drops by one rating point.

Create Holding— This action allows you to create guild holdings in provinces. You cannot increase the level of a holding with this action, just create one where you do not have one before. It costs 1 Gold Bar to create a holding (0), which you then have to raise the level of.

Declare War— You cannot do this, since you have no troops to fight a war with.

Espionage— With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

Fortify— This allows you to fortify holdings and build castles in provinces. You could build a castle (1) in a province this turn; it would cost 8 Gold Bars total and you would have to spend an extra 10 Gold Bars to speed up the work, but it would be finished by the end of the domain turn. The enemy is expected to attack during the second action round, so the castle would not be done in time to fight them. Normal costs are 8 Gold Bars per level (so a castle (3) costs 24 Gold Bars) and work progresses at 1d6 Gold Bars spent per domain turn.

Lieutenant— You can take someone and make them a henchman using this action. This has no cost. Lieutenants give you one extra action per domain turn (total), but this would not help you this turn.

Rule— This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent) if your attempt is opposed by other regents.

Trade Routes— You have trade routes established between all your holdings, and cannot use any more until you have holdings in new provinces.

8. Second Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

9. Third Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.

Handout #3–Summer Domain Turn Information for Dirk Kallnecht

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

The desolate nature of the realm means that sources are strong, and you control some of the strongest.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You will not have to do all the work of a domain turn here, but the full process is laid out and explained so that you can see how it works.

Start by examining your holdings and where they are. A Law Holding is any form of government, castle, or army which allows the regent to enforce the law. A Temple Holding is a center of worship of any kind, not necessarily a temple. It represents the percentage of people in a province which worship at the church of the priests control the holding. A Guild Holding involves traders and merchants, and thieves, and represents the percentage of the wealth of the province controlled by the regent. A Source Holding is a place of magical power, and represents how much power the wizard regent can draw from the land to accomplish his aims.

In Berhagen, you control the source holdings listed below. Other lesser wizard regents control some of the other sources, but many remain untapped. The Baron controls the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht (you). The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, Klaus will act first, then you, then Baron Johannas.

3. Collect Regency Points

Result: Regency points are determined by the lesser of your bloodline strength or the sum of your provinces and holdings. The sum is 15, less than your bloodline score, so you collect 15 regency points this turn.. You had 15 saved from last turn and 6 from the turn before, so you have a total of 36 to use this turn.

4. Taxation, Collection, and Trade

Result: You do not collect money this way. See the "Ply Trade" character action below. You have 2 Gold Bars from prior plying of trade.

5. Pay Maintenance Costs

Results: Your holdings do not cost anything to maintain.

6. Declare Free Actions

You can do a lot here, and you can do as many of the following as you want. However, you have to do them all in this phase, before the action rounds begin. You may wish to begin consulting your advisors and friends if you are not sure which actions to take. The DM controls three NPC advisors to the regent: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus. You also may ask advice from the other player characters.

As a wizard regent, you are limited in the actions you can take in certain provinces. Any action not listed is closed to you:

Build (Karljappen province only)— This action is for building halls, palaces, roads, lighthouses, and so on. You don't really build anything, since you have all the buildings you need right now. Besides, you don't rule the land so you have less to worry about. The baron can build the bridges, lighthouses, and such as that.

Decree— This action covers any orders or special taxes you wish to pass for this turn, and also any special mission you may wish a subordinate to take (such as "come on this adventure with me"). You have no subordinates and no one to issue decrees to.

Disband— Disband armies or mercenaries. You don't have any armies; the baron wouldn't let you muster them even if you wanted to.

Grant— Bestow money or gifts. You can do any amount of this. Your grants are always successful, since you do not rule anyone who might get upset.

Hold Action— You can choose to delay your action to the end of an action round, acting after everyone else.

However, a delayed action must be used to respond to a situation; if you are not responding to some other action or threat then your action is lost. You can do this during an action round as a free action (the only exception).

Move Troops— What troops?

Muster Armies— The baron does not let anyone but himself muster troops in Berhagen, and you do not control any sources anywhere else.

Strengthen Bloodline— By spending 36 Regency Points, you can increase your bloodline score from 35 to 36.

7. First Action Round

You can do one of the following actions this round. You act in the order listed under Initiative above.

Adventure— Go on an adventure. If the baron decides to go after the dragon, this is when it will happen, and you may have to go. You could choose to go yourself, and drag the others into it, if you want.

Agitate (Karljappen province only)— This action increases or decreases the target province's loyalty by 1. This may not be a good time.

Contest— This action allows you to contest the rule of another regent over a province or holding. If you want to increase the source rating for a province, this is how you do it. Base cost is 1 Regency Point, with a success of 10+ on 1d20. You can use Regency Points to better your chances, and so can the defending regent.

Create Holding— This action allows you to create source holdings in provinces where none exist now for you. You cannot increase the level of a holding with this action, just create one where you do not have one before. Base cost is 1 Gold Bar, with a success of 10+. The baron can oppose you, as could any of the other wizard regents if they mattered at all. The baron adds the province rating as a penalty to your success chance if he acts in this way.

Declare War— You cannot fight a war with anyone. You have no troops.

Diplomacy— This action would allow you to try to talk your way out of the war you are facing, but the ruler of Rzhlev has never listened to your diplomatic overtures before, and is not likely to do so now. Cost is 1 Gold Bar and 1 Regency Point to try, with base success 10 (on 1d20). You can spend Regency Points to better your chances.

Espionage— With this action, you can find out a lot of information, including tracing the party responsible for espionage actions directed against you. You could also rescue prisoners, launch an assassination, and anything else covert-sounding. You must state specifically what you want to accomplish. The cost is 1 Gold Bar. You cannot do anything in Rzhlev since you do not control any holdings there.

Forge Ley Lines— You have all your holdings connected by ley lines, so you need not do this. The ley lines allow you to cast any realm spell you have from any holding, since you can tap your strongest holding in Karljappen.

Fortify (Karljappen province only)— This allows you to fortify holdings and build castles in provinces. You have no need for these, since they weaken sources.

Lieutenant— You can take someone and make them a henchman using this action, but you don't have anyone around whom you would want to be your lieutenant.

Realm Spell— You must take an action to cast one of your realm spells.

Research— You could research a new spell or magical item, but now may not be the best time.

Rule— This action allows you to increase the level of any holdings you control. You can only increase them to the level of the province. The cost is 1 Gold Bar plus the target (new) level in Regency Points, so bringing a holding (2) to a holding (3) costs 1 Gold Bar and 3 Regency Points. The base success is 10 on 1d20, and you can add Regency Points to better your chances (reduce the success number by 1 per Regency Point spent). The baron can oppose by adding the province level as a penalty to your chances.

8. Second Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

9. Third Action Round

You can do any one action as described under the first action round. You act in the order listed under Initiative above.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.

Handout #4–Summer Domain Turn Information for Katarina Hillen

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.

3. Collect Regency Points

Result: You are not a regent, and do not collect Regency Points.

4. Taxation, Collection, and Trade

Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars, and Klaus made 38 or so.

5. Pay Maintenance Costs

Results: You do not pay maintenance.

6. Declare Free Actions

In general, you do not take actions here. You can advise though, and the baron will probably ask your opinion on some things. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.

7. First Action Round

You can do one of the following actions this round, after the regents act.

Adventure— Go on an adventure. If the baron decides to face the dragon, this is where he will do it.

Espionage— Even though you are not a regent, you can make a espionage action using your spells and a few contacts. You cannot engage in espionage, but you could trace down someone else's espionage to its source. You must state specifically what you want to accomplish. You are restricted to the province you are in.

Ply Trade— You can make 900 gp in an action round selling your diving skills in Holstadt province. You would make much less anywhere else.

Research— You could research a new spell, but you have no research in progress and do not in general engage in research.

8. Second Action Round

You can do any one action as described under the first action round.

9. Third Action Round

You can do any one action as described under the first action round.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.

Handout #5—Summer Domain Turn Information for Arden Wodell

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.

3. Collect Regency Points

Result: You are not a regent, and do not collect Regency Points.

4. Taxation, Collection, and Trade

Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars.

5. Pay Maintenance Costs

Results: You do not pay maintenance.

6. Declare Free Actions

In general, you do not take actions here. You can advise though. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.

7. First Action Round

You can do one of the following actions this round, after the regents act.

Adventure— Go on an adventure. If something is to be done about the dragon, this is where it will happen.

Ply Trade— You can make 800 gp in an action round selling your priestly spells in Holstadt province, something you do frequently. If you are elsewhere in an action round, you can make 200 gp times the province's level.

Research— You could research a new spell, but you have no research in progress.

8. Second Action Round

You can do any one action as described under the first action round.

9. Third Action Round

You can do any one action as described under the first action round.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.

Handout #6—Summer Domain Turn Information for Hjordnal Skaving

The barony of Berhagen lies between Müden and Rzhlev, wrapped around the Drachenaur Mountains. The barony is a thinly populated borderland guarded by passes that are closed by weather six months of the year. Almost all the Berhageners live along the coast of Black Ice Bay; the inland regions are home to only a few remote foresters, hunters, and herdsmen. Berhagen's forests provide much of the lumber for Müden's shipyards. Berhagen furs are traded across Cerilia.

Hunting, trapping, and fishing are the main occupations of the civilians of Berhagen. In addition, every able-bodied man and woman must serve at least two years in the berkannen, or Berhagen levy. As a result, any raider which crosses the mountains or braves the forests to attack Berhagen finds a population ready to fight back.

Holstadt, the only city, was built by Anuirean overlords long ago to look seaward and defend the land; the baron has reinforced its walls since then. The city-dwellers appreciate this tight security, and in spite of it, they have learned how to react to the trappers and hunters who venture in from the forests and mountains every few months.

The barony faces constant threats from the Vos realms of Rzhlev and Molochev, whose lords have been trying to take Berhagen lands for more than a century.

A domain turn in Birthright is a mechanic to represent a season's activities in the domain. It is used to track how the world changes, and is necessary when player characters are running the domains. A regent collects resources at the start, then uses those resources to make decisions which affect his kingdom. Adventures happen in the later phase, but fit right into the domain turn scheme. You are not a regent, but there are some actions you can take during a domain turn. They are summarized below.

In Berhagen, Baron Johannas controls most of the law holdings. The temple holdings are split between the regent of the Temple of Sera (Matilend Freiss, the sect is called Fortune's Forethought) and Pieter Astridsen who worships the nature god Erik. About half of the guild holdings are controlled by Klaus Vurunne of the Furrier and Trapper Guild, and the rest by several smaller guilds. The source holdings are held by several wizards, the most important of which is Dirk Kallnecht.

Barony of Berhagen Holdings (see map)

	Law	Temples	Guilds	Sources
Bierlev (2/5)	JS (1)	PA (2)	DK (1)	
Cluhagen (2/5)	JS (1)	PA (1)	KV (1)	
Elfhaven (3/7)	JS (2)	PA (2)	KV (3)	DK (2)
Holstadt (4/4)	JS (4)	MF (3)	KV (2)	DK (2)
Ilfressen (3/4)	JS (3)	MF (2)	KV (1)	
Karljappen (2/6)	JS (1)	MF (1)	KV (1)	DK (5)
Molabrech (1/6)	—	MF (1)	KV (1)	DK (1)
Sevlakol (2/5)	JS (1)	PA (1)	—	
Tiess (1/6)	—	—	KV (1)	DK (2)
Ulfsted (2/5)	JS (1)	—	KV (1)	DK (3)

JS = Johannas Von Staelen; PA = Pieter Astridsen; MF = Matilend Freiss; KV = Klaus Vurunne; DK = Dirk Kallnecht. The two temple regents are NPCs in this adventure. Other minor wizards are not listed and not available this adventure.

The first number after the province name is its level, the second is the level or magical sources located there.

The standing army for Berhagen consists of 3 elite infantry units, 2 cavalry units, 2 units of knights, 2 archer units, and 1 levy unit (the berkannen). The navy consists of two roundships and 1 keelboat. The navy will not play a part in the adventure, but the army probably will be useful.

Domain Turn Flow

A domain turn in Birthright usually follows 10 steps. Some of the choices have been made for you. Choices you can make are called out and explained.

1. Roll Random Events

Result: The attack by Rzhlev and the orogs of the Drachenaur Mountains is the random event for this turn.

2. Determine Domain Initiative

Result: When the action rounds begin, Klaus will act first, then Dirk, then Baron Johannas. You do not have an initiative, since your actions cannot affect the provinces and holdings directly.

3. Collect Regency Points

Result: You are not a regent, and do not collect Regency Points.

4. Taxation, Collection, and Trade

Result: You do not rule, so you do not collect any Gold Bars. You know that Baron Johannas collected 20 Gold Bars.

5. Pay Maintenance Costs

Results: You do not pay maintenance.

6. Declare Free Actions

In general, you do not take actions here. You can advise though. The DM controls three NPC advisors: Matilend Freiss of the church of Sera, Britter Klassen, and Luther Bierhaus.

7. First Action Round

You can do one of the following actions this round, after the regents act.

Adventure— Go on an adventure. If something is to be done about the dragon, this is where it will happen.

Ply Trade— You can make 100 gp in an action round selling your wilderness skills.

8. Second Action Round

You can do any one action as described under the first action round.

9. Third Action Round

You can do any one action as described under the first action round.

10. Adjust Loyalty and Regency

You won't get this far in the turn during this tournament.